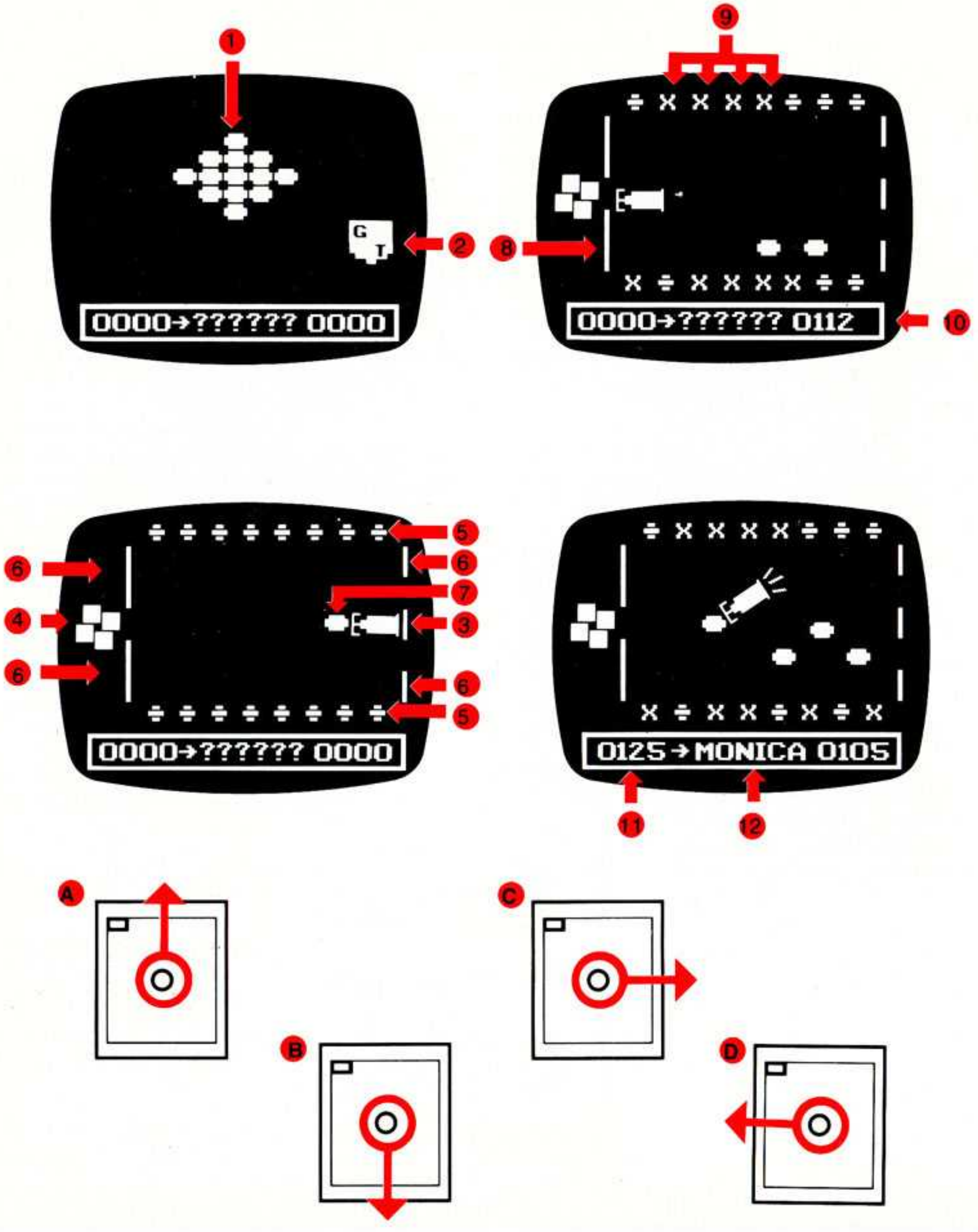
PHILIPS VIDEOPAC+

NEUTRON STAR

L'ÉTOILE À NEUTRONS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ENGLISH

The encircled figures in the text refer to the illustrations on the fold out flap of the back cover.

When you use a Videopac game computer with built-in black and white monitor, you should set the contrast control between position 2 and position 3.

NEUTRON STAR

An action game for one or more players with four different levels of skill.

Unknown invaders from a far away galaxy have blown up an uninhabited planet, hoping that the scattered fragments will destroy an entire system of man-made satellites as part of their evil plans.

You are an astronaut and have been assigned to protect those satellites.

So let's go!

First press ⚠ RESET
Next press 1

1 Your screen shows the uninhabited planet. For a few seconds only because the scene is interrupted by a big explosion!

2 The shield in the right-hand bottom corner is the trade mark of the author of this special game program.
Soon after the explosion, while huge boulders are flying in every direction, the camera focusses on the satellite colony.

3 Your spacecraft, a special battle-transporter, is waiting for action.

4 On the other side, opposite you, a twirling neutron star.

5 There are two rows of eight satellites.

6 The area is closed off on either side by a powerful and inpenetrable forcefield.

Clearing the area of boulders
7 The first planet fragment soon enters into the area.

When you leave your ship in its starting position, the large boulder will automatically be coupled to the transporter platform in front of your ship. When the coupling is completed, the boulder will turn white and you can start transporting it.

The object of the game is to pick up and transport as many of the planet fragments as you can and deposit them in the neutron star where they will be incinerated.

Carrying off the planet fragments
Use the right hand control to manoeuvre your spacecraft:

A. Move joystick forward for forward thrust

B. Pull joystick towards you to fire retro rockets for reverse thrust

C. Move joystick to the right to make spacecraft turn clockwise

D. Move joystick to the left to make spacecraft turn counter-clockwise

You will soon find out that it is quite important that you learn to manoeuvre your battle-transporter properly, which does take some practice!

Carefully move the boulder towards the opening in the forcefield, right in front of the neutron star. Don't move too fast! The neutron star exerts a magnetic force on your spacecraft, which gets stronger as you get closer! You have enough rocket power to escape and keep your craft from burning into ashes, provided you approach the neutron star with due respect . . .

8 When you are close enough, press the action button to release the boulder. Then quickly activate your retro rockets to escape from the neutron star.

Picking up boulders
Your first effort no doubt is relatively simple yet compared to what's ahead! As the game progresses the number of boulders entering into the area will gradually increase.

To pick up a new boulder, manoeuvre your spacecraft in such a way that the transporter platform touches it. When it turns white, it is ready for transportation. Avoid

bumping into another boulder! It will cause no damage to your craft, but chances are that you lose the boulder you have picked up!

Using your rocket launcher
As the number of boulders increases you will find that it is virtually impossible to pick them all up and thus keep them from bumping into a satellite.

You have one alternative: your rocket launcher! You can only use it however while you are not transporting a boulder.

Aim your spacecraft towards the rock you want to destroy, then press the action button. If hit, the boulder will explode and disintegrate completely. Be careful however because when you miss, you may hit one of your own satellites!

Scoring points
You score points for every planet fragment you deposit in the neutron star. The number of points depends on the number of satellites that are still intact. One point for each satellite.

End of a game
The game can end two different ways:

- When your spacecraft is drawn into the neutron star and is incinerated.

- When all but two of your satellites have been destroyed, either by a drifting boulder, by one of your rockets or by bumping into them with your spacecraft.

9 A damaged satellite changes into an "X". When a boulder hits a damaged satellite, it will bounce back into the area.

Different levels of skill
When a game progresses, it gradually becomes more difficult to play.

- The number of boulders increases from one to five while they change colours:

  - 1 boulder = red
  - 2 boulders = yellow
  - 3 boulders = green
  - 4 boulders = greenish blue
  - 5 boulders = purple

- When 12 or more of the satellites have been destroyed, the magnetic power of the neutron star increases!

In addition, you have four different skill levels you can choose from:
First press [⌂] RESET

Skill level 1
Press [1]
Boulders drift around relatively slowly.
Satellites are destroyed one at a time.

Skill level 2
Press [2]
Boulders move at greater speed.
Satellites are destroyed one by one.

Skill level 3
Press [3]
Boulders drift around slowly.
Satellites are destroyed, four at a time.

Skill level 4
Press [4]
Boulders move at higher speed.
Satellites are destroyed, four at a time.

Starting a new game
When one game is finished, a new game starts after a brief pauze.

10 The computer keeps track of the running score during each game.

11 The computer also keeps track of the highest score during a series of games.

12 Enter the name of the high scoring player here. It will remain there until that score has been surpassed. Maximum number of characters is 6. Use space key to remove remaining question marks, if any.

Starting a new series of games
First press [⌂] RESET.
The press key 1, 2, 3 or 4 according to the level of skill you want to play the game. The high score of the previous series is then erased along with the name.

Computer demonstration
If you want a demonstration by the computer of how the game is played:
First press [⌂] RESET.
Then press [0] (zero).